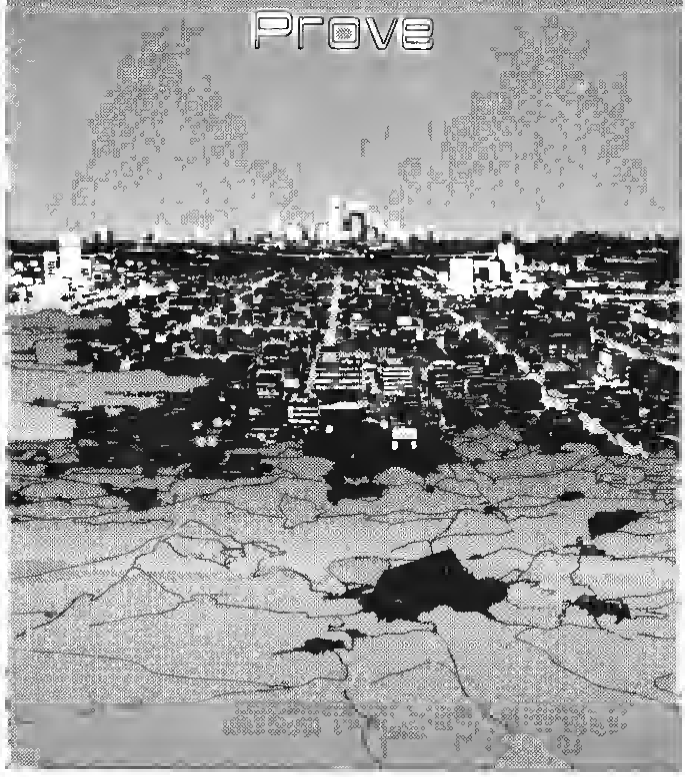
SHADOWRUN TOKYO

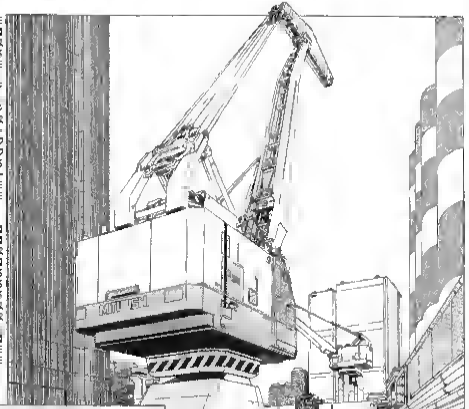
ENCYCLOPEDIA

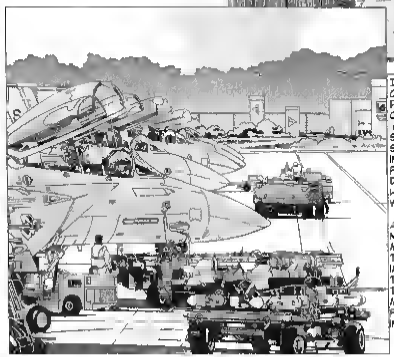
Prove



PREVIOUSLY THERE WERE TWO LARGE CORPORATIONS FIGHTING EACH OTHER IN TOKYO: FUJIKI CORP AND ASAKURA. THIS WAR WAS EVENTUALLY WON BY FUJIKI CORP. BUT AS AN AFTERMATH TOKYO BECAME A CITY WHERE ANY COMPANY COULD 'FREELY' OPERATE FROM. BECAUSE OF THE WAR MANY AREAS OF IKEBUKURO AND HANEDA GOT DESTROYED. FOR THIS REASON THE CITY IS STILL BEING BUILT ANEW. IN ADDITION TO ACCOUNT FOR THE SURGE OF PEOPLE MOVING IN, HIGH-RISING BUILDINGS ARE BEING PLANNED AND LIVING SPACE IS CONSTANTLY EXPANDED UPWARDS. ALSO TRANSPORTATION FACILITIES WERE JOINTLY PLANNED TO THESE HIGH-RISING BUILDINGS. IN THIS SENSE LIFE WITHOUT SETTING FOOT ON EARTH'S SURFACE WAS MADE POSSIBLE.

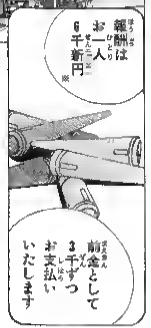
WHILE MANY COUNTRIES HAVE COLLAPSED IN THIS WORLD, THE MEGACORPS HAVE TAKEN THE CONTROL OF PRESENT POLITICS IN THEIR STEAD. ROUGHLY EACH COUNTRY HAS AN ARMY. HOWEVER, GOOD EQUIPMENT IS STOCKED BY AND SOLDIERS ARE OFTENTIMES BOUGHT BY MEGACORPS TO ACT AS MERCENARIES. NORMALLY THESE REGULAR ARMY UNITS MOSTLY ACT AS DIVERSIONS. FOR THIS REASON, SINCE THEIR MORALE IS LOW, THEY MAY BE EASILY BOUGHT OR LOANED ON THE SPOT. IN ACTUAL CONFLICTS THE MEGACORPS WILL HAVE THEIR RESPECTIVE MERCENARY UNITS STEP UP ON THE STAGE.





IN THIS AGE, REGULAR CURRENCY IS A THING OF THE PAST. ALL CURRENCY IS NOW ORGANIZED DIGITALLY INSIDE CREDSTICKS. THE CREDIT STICKS ARE CYLINDRICAL IN SHAPE. THEY CAN BE PLACED INTO COMPUTER TERMINALS FOR WITHDRAWALS AND DEPOSITS), AND THEY HAVE A HIGHLY SOPHISTICATED C-CHIP WITHIN.

AS THERE HAVE BEEN NUMEROUS TECHNIQUES MANUFACTURED TO SECURE THE STICKS. IT IS QUITE IMPOSSIBLE TO TAMPER WITH THE DATA INSIDE. THE TECHNIQUE WAS BUILD MOSTLY AROUND THIS FLAWLESS TECHNOLOGICAL INNOVATION.



ELVES, DWARVES, TROLLS AND ORCS, THE CREATURES THAT THE WORLD HAD ONLY SEEN IN FANTASIES ARE NOW QUITE A COMMON SIGHT, WALKING ON THE STREET ALMOST ANYWHERE IN THE CITIES. THE ADVANTAGES OF SCIENCE, LIKE MAGIC, WERE ALSO WONDEROUS. FOR EXAMPLE THE TECHNOLOGY THAT MADE POSSIBLE ENHANCEMENTS KNOWN AS 'CYBERWARE', WERE DEVELOPED. FROM THIS POINT ON ORDINARY PEOPLE COULD ACQUIRE EYESIGHT OR HEARING THAT WERE PREVIOUSLY ONLY A WISHFUL DREAM, AND MUSCULAR POWER SURPASSING THAT OF A GROUP OF AVERAGE JOES WERE NOW AVAILABLE.

REVOLUTIONARY TECHNIQUES WERE INTRODUCED IN THE COMPUTER WORLD. VIRTUAL SPACE "MATRIX", REPLACING CONTEMPORARY NETWORKS, WAS ONE OF THESE. ALL THE INFORMATION WAS NOW MANAGED IN THIS SPACE. THE PROFESSIONALS OF THIS ELECTRICAL OPERATION PROFESSION, 'DECKERS', TOOK THE STAGE ON THIS PART. LIKE THIS, ALL THE CHAOTICAL EVENTS HAVE LED TO THIS WORLD OF 'SHADOWRUN'.

HOW THEN IS THE TOKYO WE HAVE SEEN IN THIS COMIC BOOK BEEN AFFECTED BY ALL THIS? TOKYO IN YEAR 2050 IS A FREE CITY CONTROLLED BY NO INDIVIDUAL CORPORATION. THE NUMEROUS MEGACORPS IN THIS AREA HAVE ESTABLISHED THEIR INDIVIDUAL OFFICES AND COMPETE RUTHLESSLY AGAINST EACH OTHER DAY AND NIGHT. ALSO, THE INDIVIDUALS FROM NEARBY PREFECTURES WHO SEEK THE FREEDOM HAVE FACED THE NEED TO LEAVE THEIR HOMETOWN, LEADING INTO NEARBY TOWNS DYING OUT. AT THE MOMENT, THIS CITY HAS BEEN ASSIGNED INTO SPECIAL CONTROL DISTRICTS BY THE NUMEROUS MEGACORPORATIONS. HOWEVER, EACH CORPORATION WATCHES VIGILANTLY FOR AN OPPORTUNITY TO SEIZE THE CONTROL OF ANY OTHER COMPANY ON THEIR WAY.

世界 WORLD

WHY IS DIRECT COMMUNICATION STILL A THING IN A WORLD THAT HAS DEVELOPED COMMUNICATION NETWORKS? THE REASON FOR THIS IS THAT DECKERS CONSTANTLY SUPERVISE THE NETWORKS. SO THE WAY THINGS WERE DONE BACK IN THE DAY ARE STILL CONSIDERED THE SAFEST.

THE CITY OF 'TOKYO' IS A COMMUNE JOINTLY CONTROLLED BY MEGACORPORATIONS. THIS IS THE PLACE WHERE PEOPLE FROM OTHER TOWNS COME TO SEEK 'FREEDOM'. THE MOST LIVELY LOCATIONS HERE ARE SHINJUKU AND SHIBUYA, AS WELL AS AKIHABARA. SHINJUKU OF THIS ERA HAS COMPLETELY CHANGED ITS FACE OF 'WEST' AND 'EAST'. WEST SHINJUKU IS NOW CONSIDERED AS PURE ELITE TOWNSCAPE WHERE THE OLD TOKYO MONOPOLITAN GOVERNMENT OFFICES WERE RECONSTRUCTED AND WHERE THE DIET HAS CONCENTRATED ITS OPERATIONS. ON THE OTHER HAND, THE EAST SHINJUKU IS THE PROMINENT LOCATION IN TOKYO FOR SHADOWRUNNERS THAT TAKE THE DIRTY JOBS. SHIBUYA HAS BECOME MAJOR YOUTH TOWN DUE TO THE INFLUENCE OF MEDIA. HOWEVER, THE STREET GANGS ALSO THRIVE THERE, FIGHTING DAY AND NIGHT. AKIHABARA HAS BECOME THE FAMOUS LARGE ELECTRONICS MARKETPLACE RECOGNIZED BY THE WHOLE WORLD. WHILE NUMBER OF COMMON HOUSEHOLD ELECTRONICS ARE SOLD HERE, ONE CAN GET CYBERGEARS, PROGRAMS, AND EVEN GUNS BEHIND THE COUNTER OF SOME SHOPS.

IF I HAD TO EXPLAIN THE WORLD OF SHADOWRUN IN ONE SENTENCE, IT WOULD BE "A FUTURISTIC WORLD FALLEN TO CHAOS". INSTEAD OF COUNTRIES, CITIES ARE RULED BY LARGE CORPORATIONS, THE MYSTERIOUS ILLNESS "VITAS" HAS LEAD TO A DECLINE IN POPULATION, THE MANY MIRACULOUS MAGICAL ARTS HAVE REVIVED AND THE 'AWAKENING' OF METAHUMANS BEGAN. THIS WAS ALSO THE TIME FOR THE TECHNOLOGICAL INNOVATIONS THAT ESTABLISHED CYBERWARE.

TRULY, THIS WORLD HAS BEEN ENCLOSED BY ALL OF THIS, RESULTING IN 'CHAOS'. LET ME INTRODUCE THIS WORLD THAT HAD BEEN REMODELLED BY THE AFOREMENTIONED. THE COUNTRIES OF THE WORLD LOST THEIR ABILITY TO TOLERATE THE CHANGES OF THIS WORLD RESULTING IN LOSS OF AUTHORITY. THE ONES THAT TOOK THIS POWER WERE THE NUMEROUS COMPANIES THAT COOPERATED WITH EACH OTHER FORMING MEGACORPS. THIS LED TO THE CHANGE OF CITY POLICIES THAT INCLUDED THE EVENTS WHICH RESULTED IN THOSE WHO SEEK PROFIT TO MERGE THEIR COMPANIES. IN THIS ERA, THE CITIES ARE THUS DE FACTO CONTROLLED AND MANAGED BY THE LOCAL CORPORATIONS.

AT THE SAME ERA, MAGIC BECAME COMMONPLACE THROUGHOUT THE WORLD. THIS LED TO ACCEPTANCE AND CLARIFICATION THAT ALL SUPERNATURAL PHENOMENA WERE RELATED TO MAGICAL POWERS. THE LEGENDS AND FANTASIES OF SUPERNATURAL POWERS THAT ONCE WERE TOLD IN THIS WORLD WERE NOW RECOGNIZED AS REAL OCCURRENCES. THE MAGIC USERS WHO NATURALLY ACQUIRED THEIR POWERS FROM SENTIMENTS WERE NOW CONSIDERED "SHAMANS" AND THOSE THAT LEARNED IT BY THEORY AND REGULATIONS WERE "MAGES". IN ADDITION, AS TO ANSWER TO THE REVIVAL OF MAGIC, 'AWAKENING' CAUSED THE BIRTH OF NEW RACES (METAHUMANS).

激動の夜 *NIGHT OF RAGE*

THE "NIGHT OF RAGE" REFERS TO AN EXPLOSIVE BURST OF VIOLENCE AND RIOTING WHICH RESULTED FROM THE OPPRESSION BY HUMANS AGAINST METAHUMANS. IN THESE RIOTS THOUSANDS OF METAHUMANS WERE KILLED ALL AROUND THE WORLD. THESE ATROCITIES WERE MAINLY BLIND AS FAR AS DISTINCTION WAS CONCERNED AND A NUMBER OF HUMANS THAT SHARED SIMILARITIES WITH METAHUMANS WERE KILLED AS WELL. THESE VIOLENT PROTESTS OCCURRED IN JAPAN AS WELL.

TO ENSURE METAHUMAN PRESERVATION, A GROUPING WARD (LATER CALLED LOCKED WARD) WAS ORGANISED ON GROUNDS OF TOKYO TO HOLD ALL OF THE RACE IN SINGLE LOCATION. HOWEVER, THESE MEASURES CAUSED NOTHING BUT FURTHER FEELINGS OF DISCRIMINATION WITHIN METAHUMAN POPULATIONS. AFTERWARDS, THIS WARD WAS DISCONTINUED IN 2045, BUT STILL REMAINS AS A LIVING SPOT FOR MANY METAHUMANS WITHOUT ANY OTHER PLACE TO GO.

人間 (HUMAN)

THESE INDIVIDUALS WERE NOT MODIFIED IN ANY WAY WHEN METAHUMANS WERE BORN. THE INTELLECTUALS DECIDED TO CALL NON-MODIFIED INDIVIDUALS THE "NORMAL ONES" IN ORDER TO MAKE A DISTINCTION.

エルフ (ELF)

ELVES HAVE THEIR HUMAN ABILITIES RICHLY ENHANCED. THEIR EYESIGHT IS GOOD TO THE POINT THAT THEY CAN SEE FAR DISTANCES EVEN IN THE DARK. THEY MAINLY EAT VEGETABLES AND REFRAIN FROM EATING MEAT. THEIR PUPILS ARE SHAPED CLOSE TO ALMONDS AND THEIR EARS ARE POINTY. WHILE NOT PROVEN, IT IS SAID THAT AN ELF MAY LIVE UP TO SEVERAL HUNDRED OF YEARS.

ドワーフ (DWARF)

THE MOST OBVIOUS DISTINCTION FOR DWARFS IS THEIR SMALL BUT BULKY APPEARANCE. THEIR NOSES ARE LARGE AND EARS PECULIARLY POINTED. THEY MAINLY LIKE TO LIVE IN PLACES BELOW THE GROUND, SUCH AS IN CAVERNS OR UNDERGROUND TUNNELS. ALSO, THEY POSSESS INFRARED VISION WHICH HELPS THEM EASILY NAVIGATE PLACES SUCH AS CAVERNS.

オーク (ORK)

THE MOST OBVIOUS DISTINCTION FOR ORCS COMPARED TO HUMANS IS THEIR PROPORTIONALLY INCREASED SIZE AND INCREASED MUSCLE MASS. THEIR EARS ARE POINTY AND THEY HAVE FANGS WHICH ARE VISIBLY LARGE. THEY ALSO HAVE ENHANCED NIGHTVISION. OFTEN THE SHAPE OF THEIR NOSE IS UNUSUALLY WIDE AND THEIR LIPS ARE RATHER THIN.

トロール (TROLL)

THE MAIN PECULIARITY FOR TROLLS IS THEIR LARGE BODY. ON AVERAGE THEY GROW TO 2.5 METERS. WITH THEIR ARMS AND LEGS ESPECIALLY LARGE. THEIR SKIN IS ROUGH IN TEXTURE, HAVING DERMAL STRENGTH CLOSER TO THAT OF A HARD SHELL. TROLLS ALSO HAVE INFRARED VISION, MAKING IT POSSIBLE FOR THEM TO MOVE IN THE DARK WITH EASE.

その他 (OTHERS)

AFTER THE "AWAKENING" THERE WERE OTHER CREATURES BORN IN ADDITION TO METAHUMANS. FOR EXAMPLE VAMPIRES AND WENDIGOS WERE APPARENTLY BORN DUE TO AN OUTBREAK OF SOME VIRUS WHICH ASSISTED THE AWAKENING AND TRANSMITTANCE OF MAGICAL POWERS. THOUGH SOME OF THE AWAKENING WAYS ARE STILL MYSTERIOUS. HOWEVER, SOME OF THESE CREATURES HAVE ACQUIRED THE THINKING PROWESS COMPARABLE TO THAT OF A SASQUATCH.

種族 RACE

IN THE YEAR 2050, THERE ARE RACES OTHER THAN HUMANS (HOMO SAPIENS) AS WELL. THESE ARE CALLED METAHUMANS, BUT EXACTLY HOW WERE THEY BORN? THIS ALL HAPPENED WITHOUT PRIOR NOTICE IN THE YEAR 2011. IN THE MIDST OF ORDINARY BIRTH OF HUMAN BABIES WAS OBSERVED THE BIRTH OF WHAT THEN WERE CALLED "REPLACED CHILDS", RACES THAT SHARED CERTAIN ABNORMALITIES. LATER ON, THOSE THAT WERE "ELVEN" OR "DWARVEN" WERE POINTED OUT AS METAHUMANS. THE UNEXPECTEDNESS OF THESE EVENTS CAUSED ANXIETY AND CHAOS IN GENERAL POPULATION.

LATER, ON APRIL OF YEAR 2021, THE EMERGENCE OF GOBLINIZATION SHIFTED THE CHAOS YET TO ANOTHER, NEW DIRECTION. YOU SEE, AT THIS POINT AROUND 10 PERCENT OF KNOWN POPULATION - REGARDLESS OF THEIR RACE, GENDER, OR AGE - TURNED INTO "ORCS" OR "TROLLS", FORMING NEW ADDITIONS TO METAHUMAN POOL. THE FACT THAT ONE WITNESSED ONE'S NEIGHBOR, WHO LIVED QUITE A TYPICAL HUMAN LIFE, TURN INTO MEMBER OF ANOTHER RACE, CAUSED SUDDEN FEARS ON PEOPLE WHETHER THEIR TURN WOULD BE NEXT. EVEN THOUGH SCIENTISTS AROUND THE GLOBE LOOKED INTO THE MATTER, THEY FOUND NO METHOD TO PREVENT THE GOBLINIZATION.

AROUND THIS TIME, SOME OF THE ANIMALS THAT HAD LIVED IN THEIR NATURAL HABITATS WERE ALSO NOW SHOWING SIGNS OF "AWAKENING" NEW OFFSPRING. IT WAS THE TIME WHEN SPECIES RANGING FROM UNICORNS, SHARING FEATURES OF HORSES, TO FISHMEN, SHOWING NO DIRECT HERITAGE WITH KNOWN FEATURES, WERE OBSERVED IN WILD. THE ANIMALS THAT WERE BORN THROUGH THIS DIRECT INFLUENCE OF MAGIC WERE NAMED 'CRITTERS' (AWAKENED SPECIES).

METAHUMANS AND CRITTERS ARE SAID TO HAVE "MAGICAL POWERS" HIDDEN WITHIN THEIR GENES, ASSISTING THE "AWAKENING". THAT INFLUENCE CONTINUED TO STABLIZE FOR SEVERALS YEARS AND NOW, IN YEAR 2050, BIRTHS OF NEW METAHUMAN SPECIES OR EVENTS LIKE GOBLINIZATION ARE HAPPENING VERY RARELY. HOWEVER, THE MEMORIES OF THE FEARSOME EVENTS IN THE PAST REMAINED SOLID WITHIN THE MINDS OF PEOPLE. OUT OF FEAR THAT GOBLINIZATION WOULD BEGIN AGAIN, GROUNDLESS DISCRIMINATION AGAINST METAHUMANS IS NOW STRONGER THAN BEFORE. ONLY THOSE PROFESSIONS THAT WERE DEEMED DANGEROUS OR DIRTY ARE NOW AVAILABLE TO METAHUMANS. HOWEVER, AS LONG AS THERE IS A JOB TO BE FILLED, ALL IS FINE. REGARDLESS OF COMPANIES (ESPECIALLY THOSE IN JAPAN) OR PEOPLE (NORMAL HUMANS), THOSE DEEMED NORMAL ARE PREFERRED OVER TO METAHUMANS. THIS IS NOT MUCH DIFFERENT FROM THAT OF DISCRIMINATION OF BLACK OR ASIAN PEOPLE BACK IN THE DAY. FOR THESE REASONS, THERE HAVE BEEN INDIVIDUALS WITHIN METAHUMANS THAT HAVE FORSAKEN CONTACT WITH HUMANS AND NOW SEEK THEIR OWN ELVEN KINGDOM OF "TIR TAINGRE". THERE WERE ALSO THOSE THAT HAD ESCAPED THE CITIES AND DECIDED TO LIVE WITH THEIR OWN. THESE INDIVIDUALS HAVE DECIDED TO LIVE IN ENVIRONMENTS MORE SUITABLE TO THEIR ABILITIES.

SHARON, THE ELVEN DECKER. IN MATRIX SHE HAS THE FORM OF A LEOPARD. DECKERS BASE THEIR ABILITIES, NOT TO S.Y. THEY HAVE NO OTHER SKILLS, IN USING CYBERDECKS AND PROGRAMS TO AFFECT THE SITUATION FROM AFAR.

FACE KEEPS NUMEROUS WEAPONS IN HER ROOM. WHEN YOU THINK SHE IS A PROFESSIONAL GUN USER YOU WOULD EXPECT AT MINIMUM THIS MANY WEAPONS AROUND. SHE IS ALSO VERY ADEPT AT USING HER WEAPONS. WHEN SHE STEALS HIS ENEMY'S RIFLE SHE QUICKLY ADJUSTS IT TO HER OWN SETTINGS. THIS SHOWS HOW MUCH SKILLS SHE HAS ON GUNS.

IT IS NOT WRONG BY ANY MEANS TO CLAIM THAT MOST OF THE JOBS DEEMED TOO DIRTY FOR OTHERS ARE HANDLED BY SHADOWRUNNERS. AS THEY OFTEN WORK IN THE SHADOWS. THESE PEOPLE WHO CALL THEIR WORK "RUNS" ARE SHADOWRUNNERS.

WHY IS IT ESSENTIAL TO HIRE SHADOWRUNNERS FOR A RUN? WHILE THERE ARE THOSE WHO ONLY CARE ABOUT MONEY, SOME, LIKE HASHIZOU'S GROUP, WILL CONSIDER OTHER THINGS AS WELL. IF MONEY IS YOUR ONLY REASON FOR WORK, YOUR WORK DOESN'T DIFFER THAT MUCH FROM WORKING UNDER A MEGACORPORATION. HASHIZOU AND HIS COLLEAGUES HAVE CHOSEN "FREEDOM" TO GUIDE THEIR LIFE INSTEAD.

SHAMANS RELY ON TOTEMS (DOGS, CATS, BEARS AND OTHER HOLY ANIMAL SPIRITS) TO GUIDE THEIR MAGIC. AS SUCH, WHAT IS THE SPECIALITY OF THE TOTEM IS ALSO THE SPECIALITY OF THE SHAMAN. THAT IS WHY SHAMANS MATCH THEIR MAGIC TO THEIR TOTEM. FOR EXAMPLE, IF THEY HAVE THE TOTEM OF A RAGING WILD BEAST, THEY ARE CAPABLE OF VERY OFFENSIVE MAGIC.

ON THE OTHER HAND, MAGES HAVE LEARNED THE WAY OF MAGIC BY THEORY AND RULES. IN ORDER TO A MAGE TO COMMAND HIS OR HER TRUE MAGICAL POTENTIAL, HE NEEDS EXPENSIVE LORES AND MATERIALS. THAT IS WHY IT IS ESSENTIAL THAT THEY NEED SKILLS OTHER THAN MAGIC AS WELL TO MAKE THE ENDS MEET.

DECKERS MAY ENTER COMPUTER SYSTEMS BY CONNECTING THEMSELVES TO CYBERDECKS, AND THEN ALTER THE MATRIX TO ACCESS SECURITY CONTROLS, CHANGE LOGS AND SOMETIMES OUTRIGHT DESTROY INFORMATION. THEY HAVE ACCESS TO INFORMATION THAT IS NOT ACQUIRABLE BY ANY OTHER METHOD. THEY MAY LOG INTO ENEMY SECURITY SYSTEMS AND ALTER THEM AS THEY SEE FIT.

IN ADDITION TO THESE, THERE ARE OTHER PROFESSIONS THAT MAY BE TAKEN BY ANY RUNNER. THERE ARE STREET GANGS THAT ROAM IN THE CITY, "RIGGERS" THAT KNOW ALL THERE IS TO MOVING WITH VEHICLES AND DRONES AND NUMEROUS OTHER PROFESSIONS LIKE "MERCENARY" ARE ALSO AVAILABLE. THERE ARE RUNNERS THAT EACH HOLD THE KNOWLEDGE OF THEIR FIELD. WHEN THEY ULTIMATELY FORM A TEAM, THEIR KNOWLEDGE WILL BE ESSENTIAL TO SUPPORT THEIR TEAMMATES.

MITIA IS A STREET SHAMAN WHO LIVES IN THIS CITY. HER SHAMANIC TOTEM IS "CAT". IT'S IN HER NATURE TO TOY AND TEASE WITH HER ENEMIES AS IF THEY WERE RATS. AS A MAGICIAN HER SKILLS ARE SO-SO. IN ADDITION TO TRAPPING PEOPLE WITH ILLUSIONS AND CURSES, SHE ALSO HAS LORES THAT MAY MAKE HER ENEMY FAINT.

HASHIZOU'S SECOND (?) PROFESSION IS THAT OF A BLACKSMITH. THE REALITY FORMED BY UNITING THE ADVANCES OF TRADITIONAL JAPANESE SWORDSMITHING WITH CONTEMPORARY SCIENTIFIC ADVANCES IS A JAPANESE SWORD. AS A MATTER OF FACT, HE IS QUITE ADEPT AT THIS WORK AND HAS THE SKILL TO CRAFT WEAPONS USED TO FOCUS ON MAGICAL SPELLS. HE HAS CRAFTED THE WEAPONS MITIA USES.

SHADOWRUNNERS ARE EXPERTS EACH ON THEIR OWN FIELD. THEY HAVE CHOSEN THEIR PROFESSIONS IN THESE FIELDS MOSTLY FOR SELFISH GAIN. LET'S HAVE A LOOK AT THE COMMON PROFESSIONS SHADOWRUNNERS HAVE. STREET SAMURAI ARE BATTLE SPECIALISTS. IN THIS ERA, TO RETURN FROM BATTLEFIELD ALIVE MEANS THAT YOU HAVE TO SURPASS YOUR ENEMIES' SKILLS. THEY HAVE TAKEN ALL THE MEANS NECESSARY TO INCREASE STRENGTH, ALL THE WAY TO THE ULTIMATE LIMITS OF HUMAN BODY. THOSE SOLDIERS THAT HAVE TAKEN CYBERWARE USUALLY BATTLE AT SPEEDS AT FRACTIONS OF A SECOND. IF ONLY THEY GET A SLIGHT BOOST TO THEIR SPEED, THAT MEANS MORE BULLETS IN THE ENEMIES DIRECTION. THAT IS HOW SAMURAI FIGHT.

FORMER COMPANY MEN HAVE THEIR ABILITIES EMERGE FROM THEIR PREVIOUS EXPERIENCE AS COMPANY WORKERS. THE POWER THAT THEY POSSESS ARE THOSE THAT WERE MEANT TO COMPLETELY DESTROY THE ENEMY CORPORATION. FOR EXAMPLE, HANDLING GUNS AND EXPLOSIVES AS WELL AS HAND-TO-HAND COMBAT ARE SOME DIRECT METHODS OFTEN USED BY THEM. WHILE HACKING COMPUTERS AND OTHER INDIRECT METHODS ARE OFTENTIMES ALSO USED. THOSE WORKERS WHO HAVE GOOD COMMAND ON THESE ABILITIES ALSO GET TO WORK FOR ASSURING THE SAFETY OF HIS COMPANY'S PROFITS. BECAUSE THEY ARE OFTENTIMES SENT ON DANGEROUS MISSIONS, VARIOUS STRENGTHENING PIECES OF CYBERWARE ARE OFTEN OFFERED TO THEM. THEY LIVE IN WHAT IS CALLED "THE CAPITAL." (T/N NOTE. I HAVE NO IDEA WHAT THIS "CAPITAL" IS)

企業
MEGACORPS

THOSE THAT STAND IN HIGH RANKING WITHIN MEGACORPORATIONS LIVE THEIR LIFE VERY DIFFERENTLY FROM REGULAR PEOPLE. THEY HAVE LUXURIOUSLY DECORATED ROOMS AND MAY USE PRIVATE AIRCRAFTS TO MOVE AROUND. TO THESE PEOPLE WHO HAVE MERGED BUSINESS AND THEIR PERSONAL LIFE, THEY ONLY NEED TO STAY IN THEIR ROOM IS TO MANAGE THEIR INFORMATION SOURCES AND ANALYSES. OF COURSE, THEY ONLY EAT FOOD OF THE HIGHEST QUALITY.

THERE ARE TWO TYPES OF PEOPLE WHO WORK AT CORPORATIONS. ONE OF THEM IS YOUR REGULAR COMPANY WORKER. THE OTHER ONE IS A COVERT OPERATIVE WHO SPECIALIZES IN DANGEROUS WORK. FOR COVERT OPERATIVES, THE PRIMARY GOAL IS TO HARM THE RIVAL CORPORATION MOSTLY BY DOING ILLEGAL ACTIVITIES. FOR THIS REASON, EVEN THEIR EXISTENCE IS UNLAWFUL. UNLIKE RUNNERS, THESE PEOPLE ARE WILLING TO PUT THEIR LIFE ON THE LINE FOR THE COMPANY.

COVERT OPERATIVES ARE KNOWN TO POSSESS MANY SKILLS AND ADAPT TO THEIR SURROUNDINGS. THESE ABILITIES ARE BASED ON THEIR TRAINING. THEY OFTEN HAVE COMPUTERS AND MALICIOUS SOFTWARE TO JAM THE ENEMY DATABASES. GUNS AND EXPLOSIVES ARE ALSO AT THEIR DISPOSAL AND THEY OFTEN POSSESS VARIOUS OTHER PIECES OF EQUIPMENT TO MAKE DECISIONS FAST. THEY NEED TO MASTER MANY SKILLS.

IN THE 21ST CENTURY IT HAS BECOME OBVIOUS THAT CORPORATIONS HOLD THE POWER OVER THE COUNTRY. THE POLITICIANS AROUND THE WORLD COULD NOT RESPOND READILY TO STARVATION, THE POPULATION GROWTH OF THE THIRD WORLD AND THE ECONOMIC INSTABILITY THAT THESE CAUSED IN THIS CHAOTIC ENVIRONMENT. THOSE COMPANIES THAT HAD POWER AT THAT TIME SAW THIS OPPORTUNITY AND DECIDED TO RAPIDLY MERGE INTO LARGE CORPORATION MONOPOLIES, OR GROUPS, AND SEIZED CONTROL.

AFTERWARDS THIS LED INTO EMERGENCE OF THE MEGACORPORATIONS THAT WOULD EVENTUALLY RULE THIS WORLD. THESE MEGACORPORATIONS ACTED TO BUILD SUPPORT FOR THE WELLBEING OF PEOPLE (WHILE ACTUALLY ESTABLISHING STABLE PROFIT), AND USED THIS EXCUSE TO ESTABLISH THEIR OWN ARMIES. THEY ALSO MANAGED TO PASS THE BILL TO START THE EXTRATERRITORIALITY OF COMPANIES (WHAT HAPPENS INSIDE COMPANY GROUNDS IS JUDGED BY COMPANIES THEMSELVES WITHOUT OUTSIDE INTERRUPTION).

ADDITIONALLY, THE DIET THAT HAD ITS REPUTATION RUINED WAS NOW GONE AND THE ADMINISTRATION OF MATTERS IN EACH NATION WAS TAKEN OVER BY MEGACORPORATIONS. MEGACORPORATIONS THAT HAD TAKEN CONTROL OF THE NATION NOW FORMED KEIRETSU-DEALS TO TAKE CONTROL OF DIFFERENT PARTS OF CITY LAND, MAKING SURE THAT THEY HAD THE CONTROL OF CITIES MADE IT EASIER TO STABILIZE THE MARKETS AND MADE IT POSSIBLE TO MANUFACTURE NEW PRODUCTS AT THE SAME TIME FOR GENERAL CONSUMPTION. COMPANIES THAT HOLD INCREDIBLE POWER AND SEEK TO INCREASE THEIR OWN PROFIT. THAT IS WHAT MEGACORPORATIONS ARE.

FUTURISTIC FANTASY RPG OF BOTH SCIENCE AND MAGIC

DON'T LET YOUR GUARD DOWN, SHOOT WITH-OUT HESI-TATIO N!!

SHADOWRUN

SHADOWRUN (RULEBOOK)

THE YEAR IS 2050... THE WORLD HAS BEEN DESTROYED FROM THE EMERGENCE OF MAGIC. CORPORATIONS HAVE TAKEN THE ADMINISTRATION OF LAND FROM THE POLITICIANS AND NOW RULE AND OBSERVE THE PEOPLE WHO LIVE IN THE CITIES. YOUR PLAYERS WHO LIVE IN THE SHADOWS OF THESE GREAT METROPOLITAN CITIES ARE CALLED "SHADOWRUNNERS", AND MUST FACE THE CONSPIRACY AND RESISTANCE OF MEGACORPORATIONS AND FIGHT AGAINST THE THE AWAKENED ONES!!

PRICE IS 4900 YEN (INCL. TAX), NOW FOR SALE IN SHOPS NEAR YOU!!

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SHADOWRUN

TOKYO

SHADOWRUN
TOKYO

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A SHADOWRUN PROJECT SCANLATION

TRANSLATING: MPIOIN

EDITING: LEEVIZER

EDITOR'S NOTE: FIRST OFF, I'M REALLY SORRY FOR THE DELAY. AGAIN.

ALL THE PRIOR EXCUSES APPLY. I ALSO FOUND OUT THAT IF I TAKE A BREAK FOR A WEEK OR TWO, IT BECOMES THAT MUCH HARDER TO COME BACK TO CONTINUE THE GOOD WORK...

BOOK 1 IS TOTALLY DONE NOW! THIS WAS MORE OF A "WHAT THE HECK IS SHADOWRUN" KIND OF... COLLECTION OF NOTES, I GUESS? BUT I HOPE IT'S INFORMATIVE FOR THOSE PEOPLE WHO WANT TO KNOW WHAT SHADOWRUN WAS LIKE IN JAPAN IN THOSE TIMES, OR WHO KNOW NOTHING OF THE SETTING AT ALL.

IN ANY CASE, WE'LL GET TO WORK ON THE 2ND VOLUME SOON, SO STAY TUNED!

IF YOU HAVE ANY QUESTIONS OR OTHERWISE WANT TO CONTACT US, SEND A MESSAGE TO @LEEVIZER ON TWITTER OR MESSAGE SHADOWRUN PROJECT ON FACEBOOK.

WATCH YOUR BACK, SHOOT STRAIGHT, CONSERVE AMMO...
AND NEVER, EVER CUT A DEAL WITH A DRAGON. - STREET PROVERB